ARCANA HEART™

TEEN
T
CONTENT RATED BY ESRB

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
  Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

ARCANA HEART™

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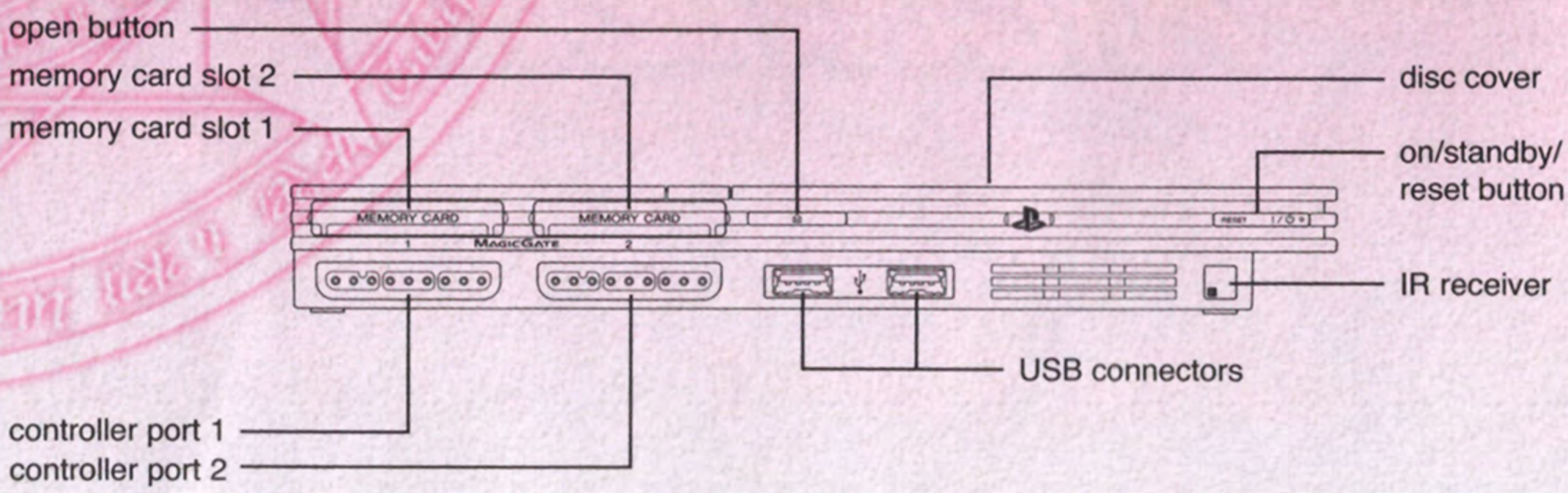
GETTING STARTED



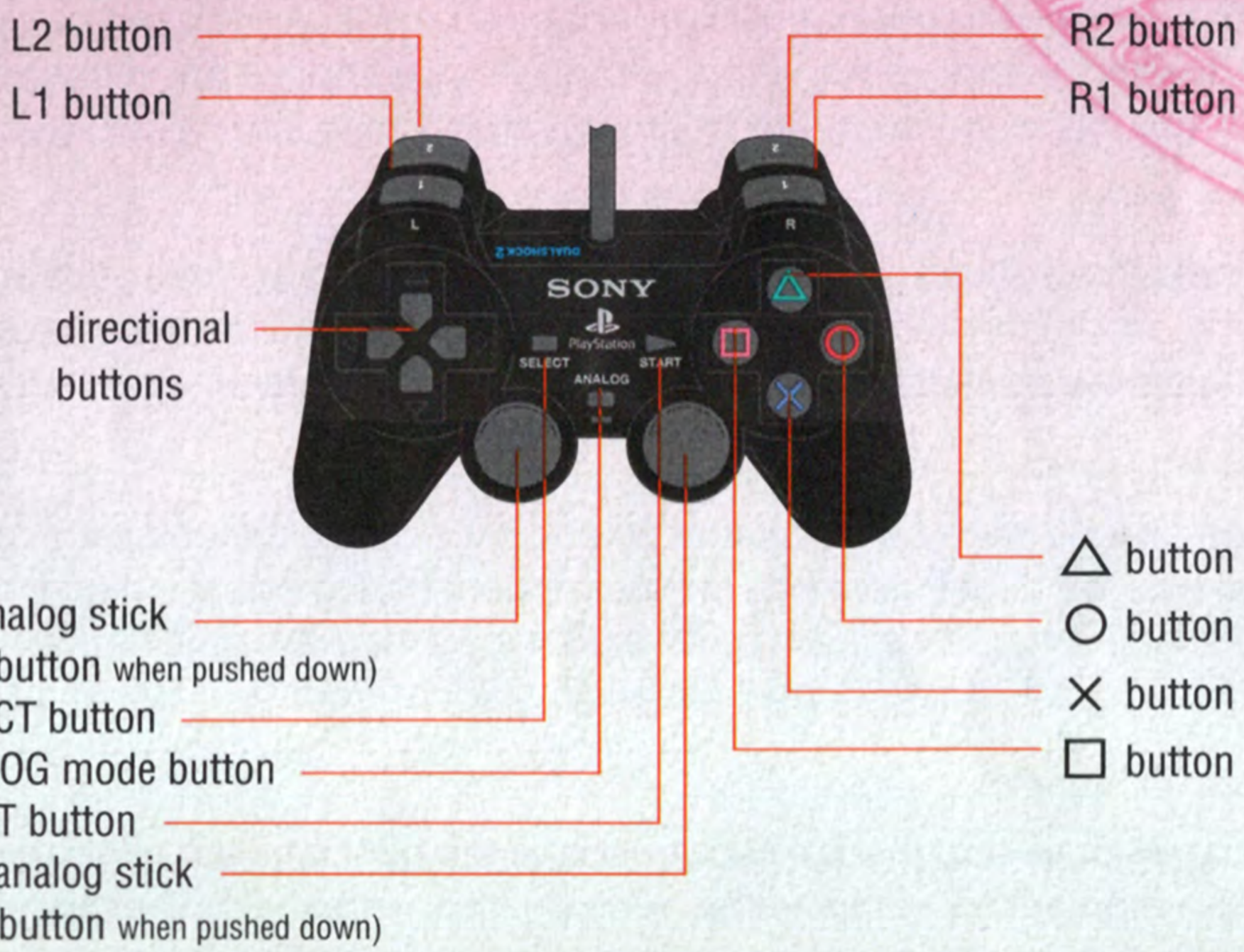
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the Arcana Heart disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



directional buttons/ left analog stick	Move character in battle, navigate selection screens
□ button	A Attack (Weak)
△ button	B Attack (Medium)
○ button	C Attack (Strong)
× button	S Attack (Special)
L1 button	Arcana Force (Weak + Medium + Strong)
L2 button	N/A
R1 button	Weak + Medium
R2 button	Throw (Weak + Special)

Above are the default settings. These can be changed in the Options Menu.

- Weaker attacks inflict less damage, but they are less likely to leave you wide open to retaliation from your opponent.
- To block an opponent's attack, hold the direction opposite of them. You can block while standing, while crouching, or even while in the air.
- Throws are performed by pressing the A and S Attack buttons at the same time (default: □ button and × button), while you are close to your opponent. If you are being thrown, you can press A and S to break your opponent's throw.
- Press the up directional button to jump. Pressing it a second time will allow you to jump again, in mid-air. You can also perform a super jump from the ground by pressing down and then up on the directional buttons. All of these jumps can be executed by pressing diagonally, as well.
- You can dash forward or backward by pressing twice in the desired direction. This also works in air.
- It is possible for you to recover from being hit by pressing the A and S Attack buttons at the same time while in the air. You can also press A and S at the same time as you are slammed into a wall or the ground to recover quickly instead of being stunned.

A Noble Commentary on the S Attack Button

Arcana Attacks

With the proper directional movements and the S Attack button, you can unleash special attacks with your Arcana. These attacks are different for each Arcana and are separate from your character's special attacks.

Homing

If you hold the S Attack button, your character will rush towards your opponent, no matter where they are. This can also be performed while holding a direction. Homing moves exhaust one bar from your Homing Meter.

Homing Cancel

Pressing the S Attack button during an attack will finish the animation early. This allows you to get more hits on your opponent and score a higher combo. It also enables you to cancel a move with a long recovery time, so you are not as vulnerable. A Homing Cancel exhausts one bar from your Homing Meter.

Guard Cancel

Pressing ← or → and the S Attack button at the right time will allow you to avoid the momentary stun after blocking an incoming attack. Pressing forward will create a protective barrier in front of you as you charge forward; pressing backward will cause you to jump back, with temporary invincibility. A Guard Cancel exhausts one bar from your Homing Meter.

*S Attack is set to the ✕ button by default.
*The Homing Meter will refill over time, or you can refill it instantly once per round using the Arcana Force ability (see below). The meter will refill faster after Homing than it will after Homing Cancel or Guard Cancel.

An Exciting Explanation of Arcana Force

Once per round, each Maiden may unleash a magical field known as an "Arcana Force." To do this, press the A, B, and C Attack buttons at the same time (default: □, △, and ○ buttons).

- Activating the Arcana Force makes you momentarily invincible, and it will even take effect while you are receiving damage. Therefore, it can be used to break out of an opponent's combo.
- Upon using the Arcana Force, your Homing Meter will fully recover, but your Super Meter will begin draining until it reaches zero.
- While the Arcana Force is active, your character will gain a different attribute, depending on which Arcana you have selected, such as increased damage or health regeneration.
- While the Arcana Force is active, you can unleash your Arcana's most powerful attack, the "Arcana Blaze." However, using this attack will reset your Super Meter to zero.

Prologue

In ancient times, the Elemental world and our world were joined. No one knows why or when, but at some point in the past, they split. Now we live in our world, and the Arcana live in theirs.

Behind the scenes, the Ministry of Elemental Affairs (MEA) has been working to protect the boundary between the worlds, for they know if the worlds ever merged into one again, the results would be disastrous for humanity.

Now, in the skies over Tokyo, a dimensional rift is beginning to form, and the boundary between the worlds is in danger. Humanity's only hope rests with the Maidens, young girls who can communicate with the Arcana.

What awaits these Maidens in the skies above...?

A Pleasant Look at the Title Screen

Story Mode	Select a character and play through her story.
Arcade Mode	Battle against the other characters for a high score.
Versus Mode	Fight against another player.
Training Mode	Practice a character's moves and combos.
Gallery Mode	View images and movies from the game.
Options	Save/load the game data or adjust other settings.

- In Versus Mode, a second controller is needed.
- In order to save your data, you will need at least 50KB of room on your memory card (8MB) (for PlayStation®2). To load data, you will need a memory card (8MB) (for PlayStation®2) with Arcana Heart data already saved on it.
- Arcana Heart only supports MEMORY CARD slot 1.

An Amazing Account of the Character Selection Screen

In the Character Select Screen, you will be asked to make three choices: a Maiden, a game version, and an Arcana. The two game versions are "Arcana Heart" and "Arcana Heart FULL."

You can choose from eight different color schemes, which are accessed by pressing one of the following when selecting your character:

□	△	○	×
L1+□	L1+△	L1+○	L1+×

After selecting a Maiden and a version of the game, you will be asked to select an Arcana to accompany your character into battle.

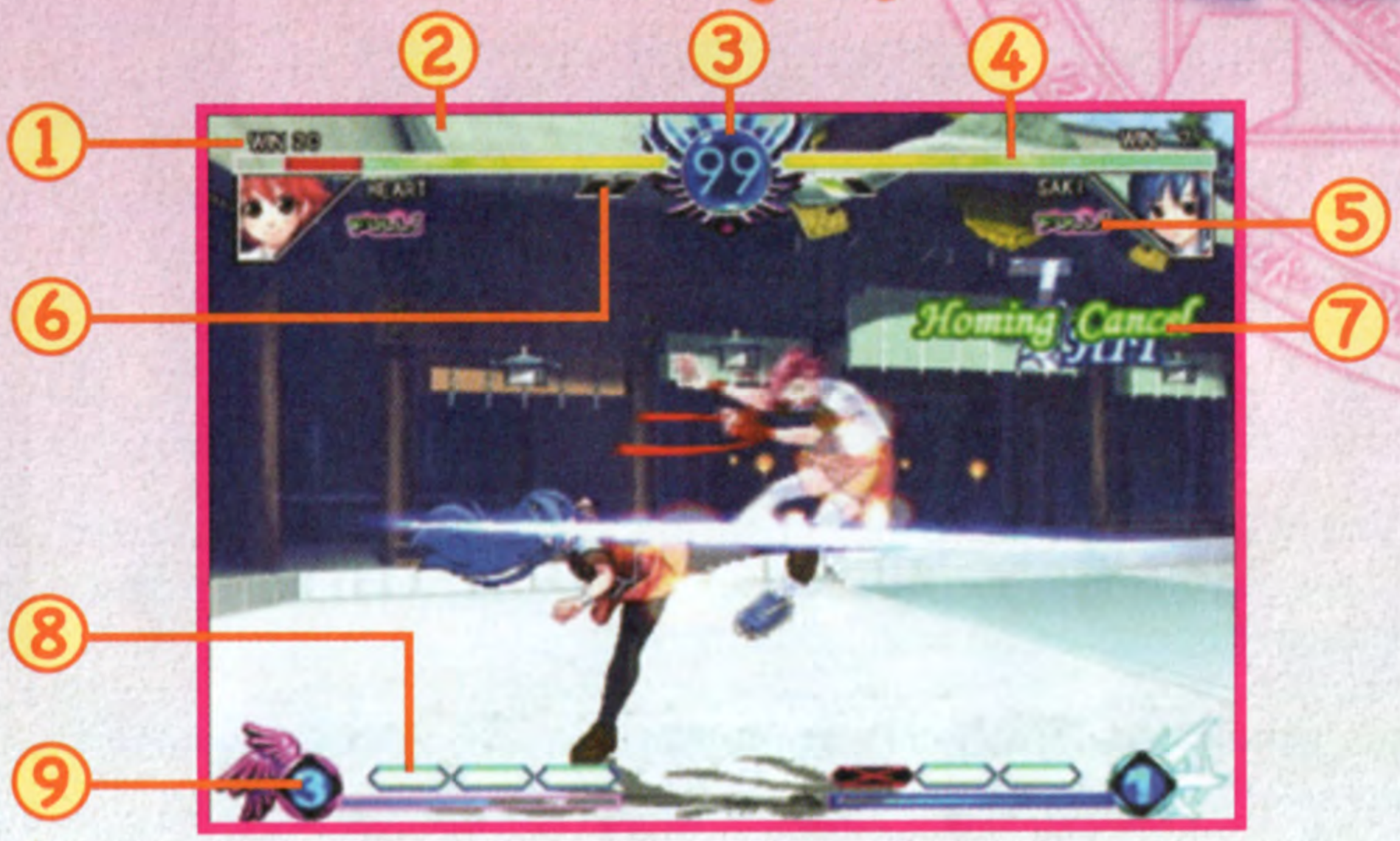
- Any Maiden can partner up with any Arcana, for a total of 121 combinations!

A Splendid Footnote on Arcana Heart FULL

The original arcade release of Arcana Heart was supplemented with an update known as "Arcana Heart FULL." This version improved character balance and offered more color schemes for the combatants.

While the FULL version of the game was designed to provide you with the most enjoyable Arcana Heart experience, this console release contains both versions of the game.

A Convenient Record of the Battle Display



1. Win count. This shows the number of successive wins during Versus Mode.

2. Score. Your score reflects your accomplishments in battle during Arcade Mode.

3. Time display. When the clock reaches 0, the round will end, and the character with the most health remaining will be the winner. If both players have the same amount of health, the round will be counted as a draw. The time can be adjusted in the Options Menu.

4. Health Meter. When damaged, this bar will get shorter, and if it reaches zero, you will be defeated.

5. Version display. You can see whether a player has selected the original or FULL version of a character.

6. Match count. Every time a character wins a round, one of these symbols will light up. The first character to light them all will win the battle. In the Options Menu, you can select how many rounds each player needs to win (default: two).

7. Combo display. Combos, Homing Cancels, and similar information appear beneath the Health Meters.

8. Homing Meter. Using a homing ability, Guard Cancel, or Homing Cancel will remove one bar from the Homing Meter. When all three bars are gone, these abilities cannot be used. However, the Homing Meter will refill over time, or you can refill it instantly once per round with your Arcana Force ability (see p.4).

9. Super Meter. This display contains important information about using super attacks. The meter below the Homing Meter will rise as you attack or take damage. Every time the meter fills up, the number on the side will increase by one (max: nine). Using a Maiden's or an Arcana's super attack will subtract one from this total.

An Enlightening Report on Training Mode Options

In Training Mode, you can test moves out in a controlled environment and see how much damage you inflict. You can also set how your opponent will respond and give yourself such benefits as an infinite Homing Meter!

OPPONENT

STAND - Opponent will remain standing in place.
CROUCH - Opponent will crouch in place.
JUMP - Opponent will continually jump straight up.
CPU - Opponent will move and attack just as in other modes.
2P - Opponent is controlled by the second player controller.

GUARD

OFF - Opponent will not block incoming attacks.
ON - Opponent will block incoming attacks.
1 FREE HIT - Opponent will block only after being hit once. (Use this to practice your combos.)

RECOVERY

OFF - Opponent will not recover from being hit.
AERIAL - Opponent will only recover in the air.
HOMING - Opponent will only recover when knocked down or against a wall.
BOTH - Opponent will recover from AERIAL and HOMING situations.

SUPER METER

NORMAL - Player's Super Meter will fill and deplete as normal.
MAX - Player will gain a full Super Meter, but it will deplete as normal.
INFINITE - Player will permanently have a full Super Meter.

HOMING METER

NORMAL - Player's Homing Meter will deplete and refill as normal.
INFINITE - Player will permanently have three bars in the Homing Meter.

COMMAND LIST

View a list of the special and super attacks for your Maiden and Arcana.

APPLY AND RESTART

For any changes to take effect, you must restart the battle.

CHARACTER SELECT

Return to the Character Select Screen.

RETURN TO TITLE

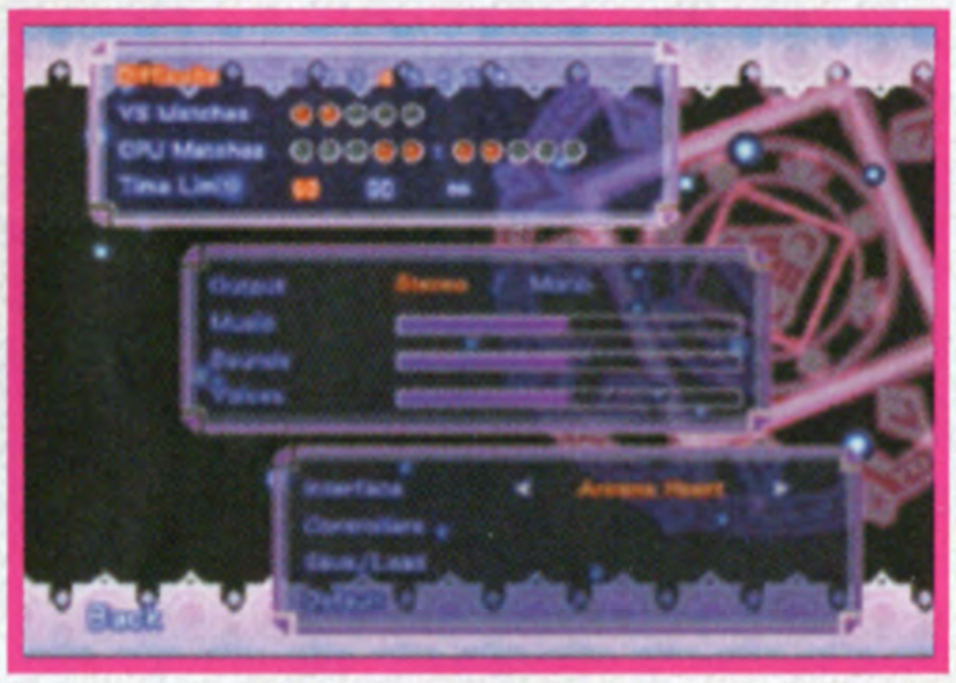
Return to the Title Screen.

A Glorious Description of Gallery Mode

Gallery Mode houses images of each Maiden and Arcana, background music, movies, and various guest and promotional artwork.

Many features within Gallery Mode must be unlocked.

A Wonderful Narrative on the Options Screen



Difficulty	How tough your computer opponents will be. 8 is the hardest.
Versus Matches	The number of rounds a player needs to win.
CPU Matches	The number of rounds you (left) and the computer (right) must win.
Time Limit	How long each round of combat will last.
Output	Stereo and Mono audio outputs.
Music	Volume for the background music.
Sound	Volume for the sound effects.
Voices	Volume for the in-battle voices.
Interface	Each version has a slightly different interface.
Controllers	Each controller's button and vibration settings can be customized.
Save / Load	Save or load the game data or adjust auto-save options.
Default	Restore all options to their original settings.
Back	Return to the Title Screen.

Heart Aino

The Maiden who seeks the power of Love!

Age: 14 (Misono Academy for Girls, 8th grade)
Height: 5'1"
Weight: 101 lbs.
Residence: Café~Aino, upstairs
Favorite Subjects: Art, Music, P.E.
Worst Subjects: Language Arts, History

Special Attacks

*Can be performed in air

Iron Fist Punch	↓ ↘ → + A / B / C
Heartful Punch*	→ ↓ ↘ + A / B / C
Ribbon Wing	← ↓ ↙ + A / B / C
Super Kick	↓ ↙ ← + A / B / C (air only)

Super Attacks

Iron Fist Love Punch	↓ ↘ → + A+B
Awesomely Heartful Punch*	→ ↓ ↘ + A+B

Heart is innocent and full of energy, with a smile that is simply contagious.
Ever since she was small, animals have been drawn to her, and much to her mother's dismay, she frequently brought stray cats and dogs home.
Heart truly believes that Love can solve any problem. Even though she means well, her desire to spread happiness sometimes causes her to get involved in other people's problems at times when they'd rather be left alone...

Heart is a well-rounded, versatile fighter. She is easy to play but can still hold her own against the competition.

Saki Tsuzura

The Maiden with a noble heart

Age: 14 (Misono Academy for Girls, 8th grade)
Height: 5'2"
Weight: 99 lbs.
Residence: Ebisu, Tokyo
Favorite Subjects: English, Math, Science
Worst Subject: Art

Special Attacks

*Can be performed in air

Claimh Solais	↓ (hold) ↑ + A / B / C
Brionac	← (hold) → + A / B / C
Fragarach	→ ↓ ↘ + A / B / C (air only)
Orna	↑ (hold) ↓ + A / B / C

Super Attacks

Liath Fail*	↓ ↙ ← + A+B
Garbh Dagda	↓ ↘ → + A+B

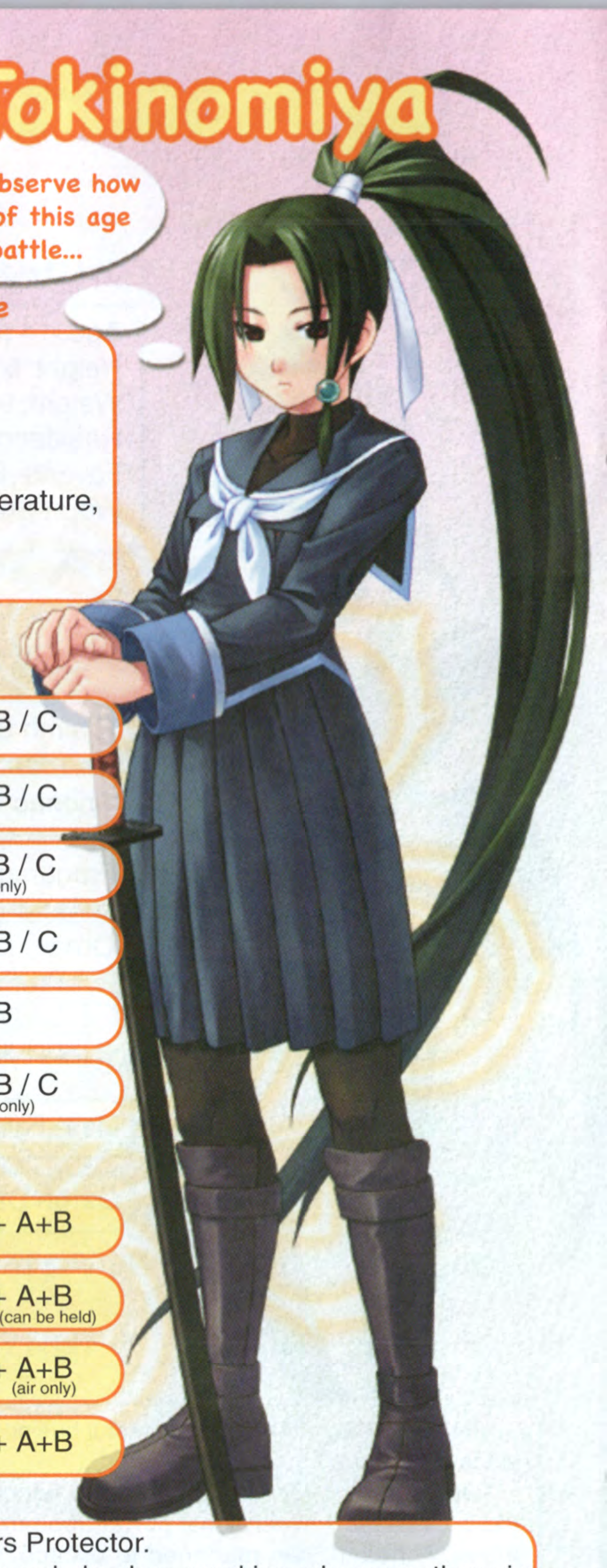
She is the daughter of a successful businessman and has been best friends with Heart since childhood.

Two years ago, Saki's father had to relocate to Great Britain, and she attended school there. One day, a dimensional portal appeared and swallowed Saki and her new friend Fiona. Although Saki managed to escape, Fiona did not, and Saki has felt guilty ever since.

Now, the sky has started looking exactly as it did two years ago in England, and Saki is determined not to let anyone else get caught in the Elemental world...

Most of Saki's special moves and combos are easy to learn, and she is a fairly balanced character. She is especially good at rushing in against an opponent.

Kamui Tokinomiya



The Maiden who is burdened by time

Age: Unknown (appears 16)
Height: 5'4"
Weight: 112 lbs.
Residence: Prince Hotel, Tokyo
Favorite Subjects: History, Classical Literature, Calligraphy
Worst Subject: Modern Language

Special Attacks

Uruma	← ↙ ↓ ↘ → + A / B / C
Habaki	← (hold) → + A / B / C
Tenza	← ↓ ↙ + A / B / C (air only)
Kofu	→ ↓ ↘ + A / B / C
Kunugi	↓ ↓ + A / B
Wazahane	↓ ↓ + A / B / C (air only)

Super Attacks

Muon	↓ ↘ → + A+B
Kodama	→ ↘ ↓ ↙ ← + A+B (can be held)
Seizan	← ↓ ↙ + A+B (air only)
Shimatsuri	(during Kofu) ↓ ↓ ↓ + A+B

Kamui is known as the Thousand Years Protector.

Her Arcana keeps her in a state of eternal slumber, awaking whenever there is a crisis facing the human world. She relies on the Ministry of Elemental Affairs to give her an update on the current state of the world each time she awakes.

With her trusty blade, Tamayorihime, Kamui is now on a mission to investigate the dimensional bend in the skies above Tokyo...

Kamui is a formidable character who is great for beginners and veterans alike.

Konoha

The Maiden descended from enchanted ninjas

Age: 13 (Misono Academy for Girls, 7th grade)
Height: 4'6"
Weight: 77 lbs.
Residence: Hinode City Park
Favorite Subjects: Physical Education, Break time
Worst Subject: Any class that forces her to sit in a desk

Special Attacks

Shuriken	↓ ↘ → + A / B / C (3 times max)
Kunai	↓ ↘ → + A / B / C (air only)
Howling Wind	→ ↓ ↘ + A / B / C
Heaven Technique	← ↓ ↙ + A / B / C
Earth Technique	↓ ↙ ← + A / B / C
Flying Squirrel	↓ ↙ ← + A / B / C (air only)
Ninja Vanish	↓ ↓ + A / B / C
Falcon Claw	↓ ↓ + A / B / C (air only)
Roll	(after Falcon Claw) ← or → + A / B / C
Decoy	→ ↘ ↓ ↙ ← → + A / B / C
Izuna Drop	Rotate 360° + A / B / C (air only)

Super Attacks

Doppelganger	↓ ↘ → + A+B
Konoha Drop	↓ (hold) ↑ + A+B (near opponent)

She is from the Koinumaru clan, warriors who were part human and part canine. Nowadays, members of her clan still have a dog's ears and a tail, and although Konoha tries to hide her non-human features, they tend to pop out when she gets excited.

Every time the Thousand Years Protector awakes, a member from the Koinumaru clan is selected to become the Millennium Guard and accompany her on her mission. Konoha is proud to have been selected this time.

She enrolled at Misono Academy to assist Kamui, but she has been having so much fun lately that she sometimes forgets how important her mission is...

Although Konoha's reach is pretty short, she is small and incredibly fast. Use her mobility and her Arcana attacks to gain an edge over your opponents.

Lilica Felchenerow

The demon Maiden who just doesn't care

Age: 14 (Misono Academy for Girls, 8th grade)
Height: 5'0"
Weight: 92 lbs.
Residence: Lives with her father
Favorite Subject: Ditching class
Worst Subjects: All of them

Special Attacks

*Can be performed in air

Tornado Edge*	→ ↓ ↘ + A / B / C
after hit	↓ ↘ → + A / B / C (2 times max)
Air Twist	↓ ↙ ← + A / B / C (air only)
Axel Slide F	↓ ↘ → + A / B / C
Axel Slide B	↓ ↙ ← + A / B / C
Quick Step	(during Axel Slide F) ↓ ↘ → + A
Wall Step	(during Axel Slide B) ↓ ↘ → + A
Speed Blade	(during Axel Slide) ↓ ↘ → + B
Heel Cutter	(during Axel Slide) ↓ ↘ → + C
Flash Step	(during Axel Slide) A+C

Super Attacks

Hurricane Edge*	↓ ↘ → + A+B
Cyclone Storm	↓ ↙ ← + A+B

Her mother is a human, and her father is a demon. Lilica inherited her powers--and her demonic features--from her father.

She enjoys skipping school and skating around town on the roller blades her father bought her. She loves playing pranks on people and has very little patience for things that don't interest her.

Because of her magical ability, she can sense a disturbance in the skies above Tokyo, but she really does not seem to care all that much...

Lilica is all about speed and adaptability. Playing her effectively may take a lot of practice because she relies so heavily on positioning and reflexes.

Yoriko Yasuzumi

The Maiden obsessed with the occult

Age: 14 (Misono Academy for Girls, 8th grade)
Height: 4'8"
Weight: 97 lbs.
Residence: Koenji, Tokyo
Favorite Subjects: World History, Art
Worst Subject: Math

Special Attacks

*Can be performed in air

Punishment*	↓ ↘ → + A / B / C
Anguish	← ↓ ↙ + A / B / C
Revenge	↓ ↙ ← + A / B / C (air only)
Ancient Talisman*	→ ↘ ↓ ↙ ← → + A / B / C

Super Attacks

Demon King	↓ ↘ → + A+B
Anathema	→ ↘ ↓ ↙ ← + A+B (near opponent)

She is introverted, bookish, and obsessed with anything occult.

One night, Yoriko performed a ritual and summoned Mike, the self-proclaimed "Demon King." A contract was formed between the two of them, and now she is unable to part with her unusually-shaped companion.

Against her will, Yoriko and Mike roam the city every night investigating the magical disturbance in the skies above Tokyo, causing mischief, and eating doughnuts...

Yoriko has a wide variety of attacks, so keep your opponents on their toes and don't let them anticipate your next move. Her attacks are not very strong, but she does have an excellent reach.

Maori Kasuga

If you have an evil aura, my sisters and I will purify it.

The Maiden who purifies evil with her sisters

Age: 14 (Misono Academy for Girls, 8th grade)
Height: 5'0"
Weight: 99 lbs.
Residence: Kasuga Shrine
Favorite Subjects: Art, Home Economics, Japanese History
Worst Subject: Science

Special Attacks

*Can be performed in air

Ouka	➡ ⬇ ↘ + A / B / C
Sekka	➡ ⬇ ↘ + A / B / C (air only)
Tumujigake	⬅ ⬇ ↙ + A / B / C
Raishinotoshi	⬇ ⬇ + A / B / C
Hikejigake*	⬇ ↘ ➡ + A / B / C or ⬇ ↙ ⬅ + A / B / C

Super Attacks

Hama no Shishiku	⬅ ⬇ ↙ + A+B
Taima no Zuikaku	⬇ ↘ ➡ + A+B
Karaitonoya	➡ ⬅ ↙ ⬇ ↘ ➡ + A+B
Kobu (after Karaitonoya)	⬅ ↙ ⬇ ↘ ➡ + A+B
Kamukura (after Kobu)	⬅ ↙ ⬇ ↘ ➡ + A+B

The Kasuga Family is renowned for its expertise at performing purification rituals and assisting in all matters related to the Elemental world.

Maori lives with her older sister Tsuzune and her younger sisters, Koito and Kouta. She does her best to take care of her younger sisters, and through hard work and discipline, the family tries to maintain the generations-old traditions of the Kasuga Shrine.

The Ministry of Elemental Affairs has requested that Maori and her sisters use their powers to investigate the skies above Tokyo...

Maori is an excellent fighter if she can stay at a safe distance from her opponent. Take advantage of her sisters' attacks for protection and setting up combos.

Lieselotte Achenbach

The Maiden who is a wanted criminal on every continent

Age: 10 (doesn't go to school)
Height: 3'7"
Weight: 41 lbs.
Residence: Teikyo Hotel, Tokyo
Favorite Subjects: None
Worst Subject: None

Special Attacks

*Can be performed in air

Crimson Gaze	→ ↘ ↓ ↙ ← → + A / B / C (near opponent)
Soul Split*	↓ ↘ → + A / B / C
while Elfriede is out:	
Coffin	↓ ↘ → + A / B / C (hold)
Submission*	↓ ↙ ← + A / B / C
Cruel World*	↓ ↓ + A / B / C
Insanity*	← ↓ ↙ + A / B / C
Gatekeeper*	→ ← → + A / B / C
Summoning*	→ ↘ ↓ ↙ ← + A / B / C

Super Attacks

Deception	↓ ↘ → + A+B
Deathwish*	↓ ↙ ← + A+B

She is known internationally as the "Crimson-Eyed Criminal."

After losing her family, Lieselotte was emotionally scarred, and she became a cold-hearted assassin. Somehow, though, Lieselotte carries around the consciousness of her older sister, Elfriede. Lieselotte's sister has the power to manipulate puppets, and together, they are a force to be reckoned with.

She is currently visiting Japan, but her motives are unknown...

Lieselotte is a complicated but versatile character. She can unleash her sister and direct her movements in combat, or she can leave her sister in her suitcase and perform heavy-hitting attacks.

Mei-Fang

The Maiden who was created with Elemental Science

Age: 3 years in operation
Height: 5'6"
Weight: 211 lbs.
Residence: Yokohama
Favorite Subjects: All
Worst Subject: None

Special Attacks

White Tiger	↓ ↙ ← + A / B / C
Blue Dragon	→ ↓ ↘ + A / B / C
Rock Turtle	↓ ↘ → + A / B / C (3 times max)
Phoenix	↙ ↓ ↘ → + A / B / C (air only)
Backflip	← ↓ ↙ + A / B / C

Super Attacks

Four Emperors	↓ ↙ ← + A+B
Wise Hermit	↓ ↙ ← + A+B (air only)
Kirin Jacket	→ ↓ ↘ + A+B
UV Cannon (during Kirin Jacket)	↓ ↘ → (x3) + A+B

She is a Chinese-made humanoid robot, created by Professor Mei Ling Hua, a colleague of Kira Daidohji.

Mei-Fang was programmed with 4,000 years' worth of Chinese recipes and a wide array of martial arts knowledge. Although Mei Ling Hua encoded her with a personality, she wishes Mei-Fang would smile a bit more often.

After her creator mysteriously left for Tokyo, Mei-Fang left the laboratory in China to locate her...

Mei-Fang is a serious fighter. Her close-range attacks are powerful, and many of them can be used to initiate some heavy-hitting combos. Stay as close to your opponent as possible.

Kira Daidohji

The Maiden who wants to take over the world

Age: 11 (Misono Academy for Girls, Grade 5)
Height: 4'0"
Weight: 48 lbs.
Residence: A "house" she built in her grandparents' backyard
Favorite Subject: Elemental Science
Worst Subject: Art

Special Attacks

Kira Driver	Rotate 360°	+ A / B / C (near opponent)
Flying Kira Driver	↓ ↙ ←	+ A / B / C (air only)
Daidohji Slam	→ ↘ ↓ ↙ ←	+ A / B / C
Brain Obliterator	(after Daidohji Slam)	A / B / C
Tokyo Launcher	→ ↓ ↘	+ A / B / C
Tokyo Grenade	← ↓ ↙	+ A / B / C

Super Attacks

Armageddon	Rotate 720°	+ A+B (near opponent)
Kirageddon	→ ↘ ↓ ↙ ← (x2)	+ A+B (air only)

She is a child prodigy who earned her doctorate in Elemental Science at a prestigious American university.

However, Kira became embittered with the world around her when she was forced to return to elementary school upon returning to Japan.

Consequently, she has become arrogant and condescending, and she has come to the conclusion that her only remaining option is to embark on a quest for global domination...

Kira has excellent offensive attacks and throwing capabilities. Her large size can be a weakness, but it can also be used to her advantage...

Fiona Mayfield

The Maiden who is trapped in the other world

Age: 13, but stopped aging at 11
Height: 4'5"
Weight: 68 lbs.
Residence: The Elemental world
Favorite Subjects: Home Economics
Worst Subject: Most of the others...

Special Attacks

Caledfwlch	→ ↓ ↘ + A / B / C
Rhon Gomyniad	→ ↘ ↓ ↙ ← + A / B / C
Heaven's Fall	↓ ↙ ← + A / B / C (air only)
Grand Divide	↓ ↘ → + A
Misty Chain	(after Grand Divide) ↓ ↘ → + B
Angel Wing	(after Misty Chain) ↓ ↘ → + C
Sacred Bringer	(after Angel Wing) A / B / C (air only)

Super Attacks

Excalibur	→ ↓ ↘ + A+B
Gae Bulg	↓ ↙ ← + A+B
Sacred Punishment	(after Angel Wing) 360° + A+B (air only)

Fiona was born in a wealthy family in Britain. She met Saki two years ago, when she had came to Britain as transfer student from Japan.

The two of them became good friends, until one fateful day when they both were sucked into the Elemental world. Saki made it out in time, but Fiona was trapped there.

She now serves Mildred, who has promised to help her find a way to return home...

Fiona is powerful, but wielding that sword slows down her recovery time. She can easily leave herself vulnerable after making an attack.

Mildred Avalon

Age: 17
Height: 5'8"
Weight: 130 lbs.
Residence: England
Occupation: Director of the British MEA

Mildred is the head of the British branch of the Ministry of Elemental Affairs. She may be young, but she's experienced at overcoming anyone who stands in the way of her goals.

She seems suspiciously interested in the skies above Tokyo and is currently conducting research in secret...

Arcana of Love: PARTINIAS

Special Attacks

*Can be performed in air

Roz Sfaira*	↓ ↘ → + S
Roz Toxo*	→ ↓ ↘ + S
Roz Kyklos*	↓ ↙ ← + S (can be held)

Super Attacks

Tria Sfaira*	↓ ↘ → ↓ ↘ → + S
Ouranio Toxo*	→ ← ↙ ↓ ↘ → + S

Arcana Blaze

Ilios Sfaira	↓ ↘ → + A+B+C

Passive Effects: Hold ↑ in the air to float down after double jumping.
Arcana Force Effect: Tria Sfaira will not deplete the Super Meter.

In the middle ages, when Europe was covered in war, a woman who criticized violence and tried to spread compassion was burned as a witch. Now, her spirit lends its power to Heart, who she feels embodies the same capacity for Love.

Arcana of Lightning: BHANRI

Special Attacks

*Can be performed in air

Tintreach*	↓ ↘ → + S
Crioch*	(while clashing) → ↓ ↘ + S

Super Attacks

Fearg Lorg*	↓ ↘ → ↓ ↘ → + S or ↓ ↙ ← ↓ ↙ ← + S
Saighnean	→ ↘ ↓ ↙ ← → + S

Arcana Blaze

Stoirm	↓ ↘ → + A+B+C

Passive Effects: → → dashes will give you clashing.
Charging → +C or ↘ +C will give you clashing.
Arcana Force Effect: Homing in the air will give you clashing.

She was once the celebrated queen of a war-torn land, who died protecting her people. Long after her death, her subjects continued to revere her, and her spirit was turned into an Arcana. She sees the same strength and selflessness in Saki, and after Bhanri rescued her from the Elemental world, she decided to grant Saki her powers.

Arcana of Time: ANUTPADA

Special Attacks

*Can be performed in air

Jinsen	← ←
Koku	→ + S
Ribaku	↓ ↘ → + S

Super Attacks

Mandala*	↓ ↘ → ↓ ↘ → + S

Arcana Blaze

Samsara	↓ ↘ → + A+B+C

Passive Effects: Charging → +C or ↘ +C creates a shadow that will attack from that spot.
Arcana Force Effect: The clock will stop counting down.

Somehow, an ancient mechanical timepiece from a lost civilization acquired consciousness and free will. Anutpada lends its mastery over time and space to Kamui, so she can protect the balance between worlds.

Arcana of Nature: MORIOMOTO

Special Attacks

*Can be performed in air

Vine*	↓ ↘ → or → ↓ ↘ + S
Whiplash*	(as Vine hits) ← + S
Seed*	↓ ↙ ← + S

Super Attacks

Entangle*	↓ ↘ → ↓ ↘ → + S
Blossoms*	↓ ↙ ← ↓ ↙ ← + S

Arcana Blaze

Forbidden Fruit	↓ ↘ → + A+B+C

Passive Effects: None.
Arcana Force Effect: Your health regenerates.

Only the king of all vegetation truly understands the secret wisdom of plant life. He offers his knowledge and protection to Konoha and all members of the Koinumaru Clan.

Arcana of Wind: TEMPESTAS

Special Attacks

*Can be performed in air

Velox	↓ + S (air only)
Flax*	↓ ↘ → + S
Vertex*	↓ ↙ ← + S

Super Attacks

Falcis*	↓ ↘ → ↓ ↘ → + S

Arcana Blaze

Abolere	↓ ↘ → + A+B+C

Passive Effects: → + S while blocking will push your opponent away.
You are allowed three jumps and two air dashes.

Arcana Force Effect: You are allowed four jumps and three air dashes.

He embodies the gracefulness of the wind and the freedom of a bird. Tempestas has found a kindred spirit in the capricious Lilica, who helped nurse him back to health when he was injured. They have since formed an inseparable bond.

Arcana of Death: DIEU MORT

Special Attacks

*Can be performed in air

Poison*	↓ ↘ → + S
Evasion*	→ ↓ ↘ or ← ↓ ↙ + S

Super Attacks

Sacrifice	↓ ↘ → ↓ ↘ → + S
Mirror*	← ↙ ↓ ↘ → ← + S
Drain	→ ↘ ↓ ↙ ← → + S (near opponent)

Arcana Blaze

Executioner	↓ ↘ → + A+B+C

Passive Effects: → ↓ ↘ + S and ← ↓ ↙ + S can be used to recover from being hit.

Arcana Force Effect: Your physical attacks will poison your opponent.
Your defense will also be increased.

There once lived an executioner who loved chopping off heads so much that one day he beheaded himself out of sheer madness and curiosity. His services were sought after by Mike, who feels Dieu Mort's dark expertise could be of use to Yoriko.

Arcana of Earth: OHTSUCHI

Special Attacks

*Can be performed in air

Kaname Ishi*	➡ ⬇ ↘ + S
Kaichimon*	⬅ ↙ ⬇ ↘ ➡ + S

Super Attacks

Kaichimon Mekkijin*	➡ ⬅ ↙ ⬇ ↘ ➡ + S
Kaichimon Sakkido	⬇ ↘ ➡ ⬇ ↘ ➡ + S

Arcana Blaze

Ooharae Kotoba	⬇ ↘ ➡ + A+B+C

Passive Effects: Defense is increased while charging ➡+C or ↘ +C.
You gain a shield while using ➡+ S homing moves.

Arcana Force Effect: You cannot block, but your defense is greatly increased.

As steadfast as the clay from which he was made, Ohtsuchi has protected his followers for centuries. Maori's family has prayed to him for generations, and he gladly repays their adoration.

Arcana of Shadow: GIER

Special Attacks

*Can be performed in air

Schmerz*	⬇ ↘ ➡ + S
Fallen*	⬇ ↙ ⬅ + S
Schere*	➡ ⬇ ↘ + S

Super Attacks

Martern*	⬇ ↘ ➡ ⬇ ↘ ➡ + S (can be held)

Arcana Blaze

Schwur	⬇ ↘ ➡ + A+B+C (near opponent)

Passive Effects: None.

Arcana Force Effect: Gier's special attacks will inflict more damage.

One day, the collective wickedness of all of man's deepest, darkest desires became an entity of its own. Forever lurking in shadow, he feeds on the very same emotions that spawned him. It should be no wonder that he has now chosen Lieselotte to help him satisfy his hunger.

Arcana of Fire: LANG-GONG

Special Attacks

*Can be performed in air

Meteor*	↓ ↘ → + S
Engulf*	→ ↘ ↓ ↙ ← + S

Super Attacks

Flame Echo*	↓ ↘ → ↓ ↘ → + S
Firestorm*	→ ↘ ↓ ↙ ← → + S

Arcana Blaze

Winged Inferno	↓ ↘ → + A+B+C

Passive Effects: → +C and ↘ +C become unblockable when charged.
Arcana Force Effect: Homing in the air gives you an offensive fire shield.

A wolf who lived alone in a remote Chinese forest began interacting with hermits and sages. In time he learned to communicate with humans, and long after his death, his spirit was immortalized in their tales. Much like a fire, always seeking change and growth, Lang-gong gives his power to Mei-Fang, whom he feels represents the next stage in human evolution.

Arcana of Water: NIPTRA

Special Attacks

*Can be performed in air

Pluvia*	↓ ↙ ← + S
Stilla*	↓ ↘ → + S
Cataracta*	→ ↓ ↘ + S

Super Attacks

Nitrum	Rotate 360° + S (near opponent)
Perpluvium*	↓ ↙ ← ↓ ↙ ← + S

Arcana Blaze

Regnum	↓ ↘ → + A+B+C

Passive Effects: Charging → +C or ↘ +C sends your opponent flying at a slower speed.
Arcana Force Effect: You do not take damage while blocking.

Long ago, when the world was covered in water, a fish retained the memory of each of his past lives. Throughout the cycle of reincarnation, he became the largest and wisest fish in the seas. Eventually, his spirit was freed of the concept of a lifespan and became an Arcana. Bored with life, he has taken an interest in Kira's plans for global domination, but he does not always do what she asks him to do.

Arcana of Metal: ORICHALKOS

Special Attacks

*Can be performed in air

Xifos*	↓ ↘ → + S (press a direction after to change angle of attack)
Pteryga*	↓ ↙ ← + S

Super Attacks

Epidosis	→ ← ↙ ↓ ↘ → + S
Skleron	↓ ↙ ← ↓ ↙ ← + S
Iskuron	↓ ↘ → ↓ ↘ → + S
Dikaiosi*	Rotate 360° + S

Arcana Blaze

Eskaton	↓ ↘ → + A+B+C

Passive Effects: Attacking does not fill Super Meter. Hold ↓ + S to fill.
Arcana Force Effect: Your strength and defense are increased.

Believed to be the oldest living Arcana, Orichalkos was feared by most beings in the Elemental world. Then, one day, a young girl named Fiona came there from the human world, and she was not afraid of him. She was friendly and looked at him with sparkling eyes that seemed to melt his scaly exterior. He feels sorry for her and has agreed to help her until she can return home.

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